

ABSTRACT

A client program in a client/server relationship receives commands creating a specific implementation of graphical user interface (GUI) components and receives any data to be displayed in the interface components from the server program. As the end user interacts with the client, the client returns events and data to the server for processing. The commands and events constitute a protocol, published via an API. The transmission of commands events between the client and server is accomplished without linking the programs. The specific GUI implementation is specified by the server application and revealed to the client only at run time.